

Northville Academic Games

<http://northvilleacademicgames.weebly.com>



What is Academic Games?

Academic Games is a series of games designed to challenge students to use higher order thinking skills in the subjects of Language Arts, English, History and Mathematics. Through competition students are encouraged and motivated to sharpen their skills in order to gain a competitive edge over their peers. Players receive recognition and awards in the same way that sports champions are honored.

A brief summary of the games played is available at the end of this document.

2019-2020 Registration is Open

We are looking for a few new players this season. Student needs to be least 3rd grade and up and is willing to commit to at least one weekly practice. No experience is necessary.

2019-2020 season starts September 9th, 2019. Fall practice schedule varies depending on grades and can be found on our website. Follow directions to sign up.

<https://northvilleacademicgames.weebly.com/2019-2020-registration.html>

Follow us on Facebook at <http://www.facebook.com/groups/NorthvilleAcademicGames> !

Questions?

Email us at NorthvilleAcademicGames@gmail.com.

Games Played

In Academic Games, students try to outthink each other in the areas of mathematics, language arts, and social studies. They are two major classifications of the academic games.

Cube Games

Four of the competitions require players to use game kits made by the Accelerated Learning Foundation. You may click the links below to find out more about each academic game.

In these competitions, a player competes against one or two other students. The complexity of the games is shaped by moves that each person makes. Players must make strategic moves to try to outwit their opponents at each turn. The basic rules are the same throughout all divisions, but the knowledge level required at the high school level is considerably more difficult than for the Elementary Division players.

EQUATIONS

Equations was invented by Yale Professor Layman Allen in about 1960. The game consists of a playing mat and 24 cubes. Each cube contains four digits and two operation signs. A numerical Goal is set and players must form a Solution equal to the Goal from the 24 cubes rolled (the Resources). For example, the Goal might be 2^5 (2 to the fifth power, which is 32). A Solution might be: $(5 \times 5) + 8 - 1$. This would be a simple Elementary Division (grades 4-6) example. As players mature and go up in grade level, the Goals and Solutions become increasingly complex.

ON-SETS

This game is very valuable in teaching about spatial relationships. The mathematical content of the game is Set Theory. Players learn to create and describe sets of colored objects using Union, Intersection, Set Difference, Set Complement, the Universe, and the Null Set. The practical applications of this game are relevant to use of the internet. In researching a specific article on the Internet, a person finds the best articles by using a search engine and including information needed and restricting information that is not needed. This concept of narrowing down information to get exactly what one wants is highly developed in the game of On-Sets.

LINGUISHTIK

LinguiSHTIK challenges players to improve their grammar, vocabulary, spelling, and writing skills. Players learn to compose better sentences with proper grammar application. They also use richer vocabulary as they compete against others and are rewarded.

WFF 'N PROOF

WFF 'N Proof is a game that teaches law students the fundamentals of symbolic logic. Students must be able to recognize a WFF ("Well Formed Formula") and use seven different Rules of logic to manipulate those WFF's into a proof. Games are played in groups of two or three. The first player rolls the cubes

and sets a WFF as a Goal. The goal is the conclusion of a proof. Each student then tries to construct a proof that ends with the goal. The Solution to the goal is the Premises which they started their proof with, and the Rules they used to get to the Goal.

Reading Games

These tournaments require players to respond to questions or clues that are read aloud to all competitors. A player's expertise in the game's subject matter is tested but so is their confidence level in their responses. Students must develop strategies involving when to answer and how much to wager per response.

PRESIDENTS

Presidents players learn about and develop an understanding of the personalities, historical contexts, political decisions, and other events of the Presidents of the United States of America. Players learn how presidents developed personally and professionally, how they reacted to or changed the times in which they served, what types of families they came from, and how they were affected by the political climate surrounding them. Players also learn about other major events that may have happened during a presidential term. They learn to assimilate all these different facts into a unified whole for a better understanding of how the United States government has worked in different historical times.

PROPAGANDA

While playing Propaganda, players learn to recognize techniques of persuasion that are often used by advertisers, politicians, editorial writers, and in normal human interaction. Players increase their ability to discern the truth from smokescreens; they learn to figure out the reality of situations rather than getting duped by the techniques. Players become critical thinkers.

Example – “What a Grand Opening, folks! On the very first day of business on Friday, Celestial Cesspools served 6,000 people and turned away 6,000 more.”

The example above used a technique called “Numbers”.

THEME

While preparing for and playing Theme, the players learn to research a specific historical theme that varies from year to year and to prepare notes and study materials about that theme. Examples of past themes include “Women in World History,” “The 1960's,” “The American West,” and “Space Exploration.” Players learn how the events in the theme affected people at the time and how those issues still affect them today. The knowledge gained from playing Theme leads to more informed and responsible future citizens.

CURRENT EVENTS

While preparing for and playing Current Events, players learn about the major political and cultural events of the most recent calendar year. They learn to be aware of what is happening to them, their

country, and their world. The knowledge gained from playing Current Events leads to more informed and responsible future citizens.